INSTRUCTION MANUAL

SPECTRAVIDEO™

VIDEO GAME CARTRIDGE

SPECTRON™

THE CHALLENGES HAS NEVER BEEN GREATER. FROM FAR ACROSS THE TUNNEL OF TIME AND THE VASTNESS OF SPACE COME THE FEARED INVADERS FROM DC4: THE LARGEST KNOWN PLANET IN THE SUPER GALAXY. THE SKIES ABOVE YOUR BASE WILL LITERALLY BE FILLED WITH FOUR RANKS OF DANGEROUS AND UNPREDICTABLE ALIENS. THE INCREDIBLE BACKGROUND WILL TRANSPORT YOU RIGHT INTO SPACE. THE COLORFUL GRAPHICS AND DIFFICULT SKILL LEVELS WILL KEEP YOU CHALLENGED INDEFINITELY. "SPECTRON" ONE OF THE MOST CAPTIVATING VIDEO GAMES EVER.

FOR THE

COLECO VISION

VIDEO GAME SYSTEM

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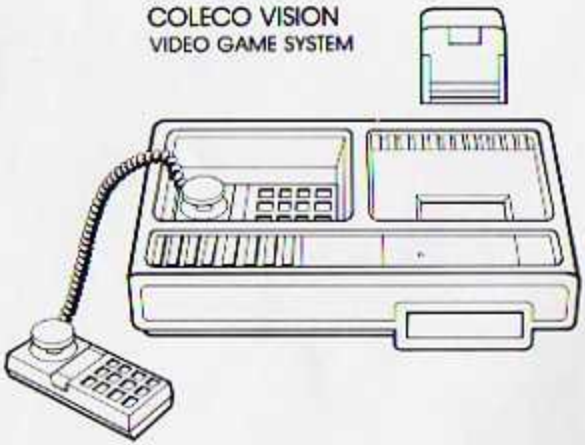
GETTING STARTED

1. Hook up your COLECOVISION™ console to TV or monitor.
2. Make sure the console is turned off.
3. Insert your SPECTRON cartridge by firmly pushing it straight down into the cartridge slot.
4. Turn OFF/ON switch to ON after cartridge is inserted.
5. Skill level/Game Mode SPECTRON Selection — to keep you interested indefinitely, SPECTRON has 8 different levels, as fully described later. To select the level you want, just press the corresponding buttons on your keypad controller. You will hear several musical notes and the game will begin.
6. For a 1-player game, use the controller plugged into Port-1. For a 2-player game, Player 1 uses the controller plugged into Port 1; Player 2 uses the controller plugged into Port 2.
7. Pressing ★ after a game allows you to replay the same Game Option; pressing # after a game allows you to return to the Game Option screen.



THE SQUADRON FROM SHALIX

Welcome once again all brave Spectrawarriors! Time and time again, you have turned back invading forces intent on the destruction of our motherland. You would think (hope) that there would be a little rest for the weary..... but there isn't! A new mennace has appeared on the galactic horizon.

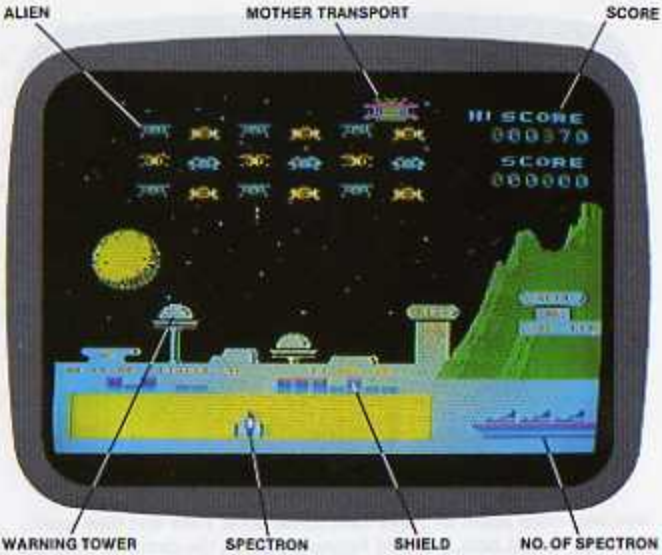
In a distant sector, there is a small planetary cluster known to the locals of that area as "Shalix." In the past ten years, a huge intergalactic dust cloud has been passing by Shalix, blocking out the light from their sun, and severely altering weather conditions. As a result, their food supply has dwindled to almost nothing, known as fierce warriors many zeons ago in pre-tertiary times, the inhabitants of Shalix have done what they had to do to survive: Rearm!! Now they must find new worlds to colonize.

And wouldn't you know it. They discovered the bounties of beautiful Spectra, and have zeroed in on us first!

Luckily, our scouts have same news on what to expect. This report has come in from a spy post on the outskirts of the Shalix cluster:

FELLOW SPECTRAWARRIORS:
"The Attack from Shalix will be extermely well-planned. They deploy two types of fighting aircraft. But the really scary thing is their sheer numbers: Once they arrive, Hombits and Sinkers will literally fill the skies of spectron!"

Your mission then, good spectrawarriors, is clear: Protect your beloved motherland and repel the invading forces from Shalix at *all* costs.



(As we describe the following aspects of Spectron, keep referring back to the "Panel Indicators" diagram)

The important thing now is for you to capitalize on your biggest advantage: The fact that you are fighting from your home turf, which you know intimately.

SPECTRON FIGHTER You score points and destroy aliens by shooting up at them with your Spectron fighter. This powerful weapon is land-based, and fires high-speed rockets. It is *very* potent! You will have four chances in this game, each one represented by one Spectron Fighter. When one is destroyed by enemy fire, a new one will automatically launch from the launch pad on the lower left hand corner of the screen.

THE SHIELD You must never forget that the home base (the strip where your fighter shoots from) must be protected from enemy fire. The blue Shield will aid you tremendously here. This shield is divided into segments, so it cannot be wiped out all at once. It takes several enemy hits to destroy each segment. By moving your fighter left or right (remember all action is

joystick controlled) you can hide under this shield. On the other hand, you cannot shoot *up through* shield at the attackers.

FIGHTER SHOOTING

ENEMY DESTROYED

THE WARNING TOWERS These two towers will flash on and off whenever you have less than three fighters left.

BOMBS IN BASE This is a critical thing to be aware of! Only certain types of invading forces can lay a bomb in your home base (see p.6), but once they do, it spells big trouble. Should you allow the attackers to lay more than *nine* bombs in your home base, the game will end immediately. Keep an eye on these planted bombs as you go along.

THE BAD GUYS The attackers from Shalix arrive in a mother transport that cruises across the top of your screen from time to time. Inside this huge transport are between 15 and 18 enemy craft. Always take a shot! One shot can wipe out a lot of aliens, and because of this, you get extra points.

There are basically two types in it's flight patterns and is therefore less menacing. Inside this type of craft are the annoying Hobbits, the semi-trained Shalix warriors. The second type of craft is the type most feared. This type of craft is manned by the Shalix elite, the Sinkers. Their battle tactics are much more varied and difficult to analyze. Keep your eye on them!

MORE ON HOBBITS AND SINKERS As mentioned, the Hobbits are very irritating but they can be beat. They basically move only left or right on the screen, and drop their bombs straight down. The Sinkers, on the other hand, are less predictable. They can basically do everything the Hobbits can, but they can *also* dip down lower in the screen, and even lay bombs in your home base! The exact ways that the two different enemy craft attack in the different game modes are defined in the chart below.

THE LEVELS OF SPECTRON At the beginning of the game, a "Game Option" screen will appear, depicting the 8 modes (which include 4'different skill levels) possible. Choose the one you desire. Within each mode, there are 8 different attacking forms. In modes 1, 2 5 and 6, the highest attacking form that can be reached is 6. In modes 3, 4, 7 and 8, all 8 attacking forms may be encountered if you advance that far. Advancement to another form is automatic when you wipe out all the enemy craft in the preceding form. The chart below describes the game action in all the different modes/attacking forms.

TO SELECT GAME OPTION,
PRESS KEY ON KEYBOARD.
1 = SKILL 1/ONE PLAYER
2 = SKILL 2/ONE PLAYER
3 = SKILL 3/ONE PLAYER
4 = SKILL 4/ONE PLAYER
5 = SKILL 1/TWO PLAYERS
6 = SKILL 2/TWO PLAYERS
7 = SKILL 3/TWO PLAYERS
8 = SKILL 4/TWO PLAYERS

SCORING — Points are scored by shooting both invading aliens and the mother transport in which they arrive.

Shoot 1 Hombit ..... 30 points
Shoot 1 Sinker ..... 50 points
Shoot 1 Mother Transport ..... 70 points

AWARDS — For successfully defending the planet Spectra, courageous warriors will be accoladed the following prestigious emblems:

0-1000 points ..... Planet Patroller
1001-3500 points ..... Sinker Bouncer
3501-20,000 points ..... Champion of the Night
More than 20,000 points ..... Excallbur Emblem

* * BONUS POINTS:
In skill levels 1 and 2 (modes 1, 2, 5 and 6), you will receive one bonus fighter and one bonus shield for every three attacking forms you ward off.

In skill levels 3 and 4 (modes 3, 4, 7 and 8), you will receive one bonus fighter and one bonus shield for every *four* attacking forms you ward off.

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